FRASIER

Class: Radio Psychologist

HEALTH POINTS: 50/50
DAMAGE: 2K1
SOCIAL: 3K1

STATS

STRENGTH **2**
DEXTERITY **2**
CHARISMA **5**
INTELLIGENCE (HIGH) **5**
WISDOM (LOW) **1**
WEALTH **4**

SKILLS

FAME GOD (1/encounter)
Target has a chance of recognizing you, adding +2 to SOC rolls

I'M LISTENING (2/encounter)
Lower target's next roll by 1K1 and force them to target Frasier next turn

PSYCHIC FRASIER (1/episode)
Turn into Psychic Frasier, attack using INT 3K2 but must give psychological insight for a successful hit and increases all DMG received by +3

FRASIER TIME (1/episode)
Slip into a warm bath for the entire encounter and restore to full health

CANON

Must one-up Niles
Affiliation with Seattle's elite
Flirt
Egomaniac

RELIGION

INVENTORY

Umbrella
8 feet of rope

NILES

Class: Clinical Psychologist

HEALTH POINTS: 30/30
DAMAGE: 1K1
SOCIAL: 3K1

STATS

STRENGTH **1**
DEXTERITY **1**
CHARISMA **2**
INTELLIGENCE (HIGH) **5**
WISDOM (LOW) **1**
WEALTH **5**

SKILLS

MARIS'S FORTUNE (1/encounter)
5K2 for WLT roll, but if any 1 is rolled, credit card is declined

GROUP THERAPY (1/encounter)
Heal entire group by INT 2K1

SUMMON BABY (2/encounter)
Niles's pet cockatoo latches onto opponent's skull for 3K1 DMG, but rolling any 1 makes her latch onto Niles's skull for 1K1 DMG per turn until pried off

SUMMON MARIS (1/episode)
Maris's ghostly presence appears in the minds of all enemies and Niles, stunning all for 1 turn and dealing 3K2 damage

CANON

Must one-up Frasier
Affiliation with Seattle's elite
Receive penalty if aroused by Daphne
Germaphobe

RELIGION

INVENTORY

Fencing Foil
8 feet of rope

MARTIN

Class: Retired Cop

HEALTH POINTS: 35/35
DAMAGE: 3K1
SOCIAL: 1K1

STATS

STRENGTH **3**
DEXTERITY **3**
CHARISMA **3**
INTELLIGENCE (HIGH) **1**
WISDOM (LOW) **5**
WEALTH **2**

SKILLS

HEADSHOT (1/encounter)
3K2 DMG but any dice resulting in a 1 or 2 is a miss

IRON STOMACH (∞/encounter)
Martin can eat or drink anything without consequence

FLASH THE BADGE (1/encounter)
Add 2K0 if target is a law abider

EDDIE (∞/encounter)
Eddie will defend you and sometimes do tricks if he's in the mood; 15 HP, 1K1 DMG

CANON

Affiliation with Seattle's police
Can't run
Law abider

RELIGION

INVENTORY

Gun
Cane
8 feet of rope
Dog treat (3, heals Eddie for 1K1)

DAPHNE

Class: Physical Therapist/Psychic

HEALTH POINTS: 45/45
DAMAGE: 3K1
SOCIAL: 1K1

STATS

STRENGTH **5**
DEXTERITY **4**
CHARISMA **3**
INTELLIGENCE (HIGH) **1**
WISDOM (LOW) **4**
WEALTH **1**

SKILLS

BONE CRACK (1/encounter)
Crack target's spine, dealing 3K2 DMG and lowering their next roll by 1K1

MASSAGE (3/encounter)
Heal target for WSD 3K1

DEEP TISSUE (1/encounter)
Increase targets flexibility, giving them 1K1 DMG resist for entire encounter

FUTURE SIGHT (3/encounter)
See the future, but inaccurately; Daphne can avoid the full force of negative effects if she can predict if the roll is odd or even

CANON

Affiliation with Brits
Lonely
Psychic Vision

RELIGION

INVENTORY

8 feet of rope
Tiger balm (2, heals for 1k1)

ROZ

Class: Radio Producer

HEALTH POINTS: 40/40
DAMAGE: 2K1
SOCIAL: 2K1

STATS

STRENGTH **3**
DEXTERITY **3**
CHARISMA **4**
INTELLIGENCE (HIGH) **3**
WISDOM (LOW) **3**
WEALTH **3**

SKILLS

MAN-EATER (1/encounter)
Rolling a crit against a male target will make him obey you for one turn

COUGH BUTTON (1/encounter, instant)
Mute target's roll and they re-roll that die; new roll gets -2

COMMERCIAL BREAK (1/episode)
Double WLT and attack using WLT 2K2 for entire encounter, but suffer -8 REP

SUMMON NOEL (1/episode)
The office nerd will appear and do anything for you for an entire encounter; 10 HP, 1K1 DMG

CANON

Affiliation with cute young men
Affiliation with media members
Flirt

RELIGION

INVENTORY

8 feet of rope
Seattle Broadcast Award

LILITH

Class: Ex-Wife

HEALTH POINTS: 30/30
DAMAGE: 1K1
SOCIAL: 2K1

STATS

STRENGTH **1**
DEXTERITY **1**
CHARISMA **1**
INTELLIGENCE (HIGH) **4**
WISDOM (LOW) **3**
WEALTH **3**

SKILLS

ICY DEMEANOR (2/encounter)
Deal INT 3K1 to all enemies and allies; a crit freezes targets for a turn

PSYCHIC INVERSION (1/encounter, instant)
After a roll from any player, one die is reversed (2 turns to 8, 8 turns to 2), but their next roll gets -4

LET YOUR HAIR DOWN (1/episode)
Increase your next SOC roll by +3 and make yourself lovable for the entire encounter, after which you put your hair back up

EMASCULATION (1/episode)
Deal INT 4K3 DMG to target and Frasier

CANON

Entire group fears you
Resistant to social rolls
Unlovable

RELIGION

INVENTORY

8 feet of rope

Bulldog

Class: Sports Radio Host

HEALTH POINTS: 30/30
DAMAGE: 3K1
SOCIAL: 1K1

STATS

STRENGTH **5**
DEXTERITY **4**
CHARISMA **2**
INTELLIGENCE (HIGH) **1**
WISDOM (LOW) **3**
WEALTH **2**

SKILLS

HEADSTRONG (1/encounter)
Headbutt target for 4K2 and knock them backward

COWARD'S SHIELD (2/encounter, instant)
When receiving DMG, hide behind target ally; they receive the DMG

THE GONG (1/encounter)
Roll 2 dice; the ring of the gong deals the highest roll to all enemies as DMG and the lowest roll to all allies as DMG

THE BARK (1/episode)
Bark several times, summoning a dozen bulldogs to do your bidding for one encounter

CANON

Attracted to Roz
Affiliation with sports fans
Skull is impervious to damage
Short

RELIGION

INVENTORY

8 feet of rope
Gong
Whistle

Sam

Class: Bartender

HEALTH POINTS: 45/45
DAMAGE: 3K1
SOCIAL: 2K1

STATS

STRENGTH **4**
DEXTERITY **3**
CHARISMA **4**
INTELLIGENCE (HIGH) **1**
WISDOM (LOW) **4**
WEALTH **2**

SKILLS

FASTBALL (1/encounter)
Bean target for 1K1 DMG; if odd, bean for another 1K1 DMG, and if odd again, strike out for 2K1 DMG

PINCH HITTER (1/encounter)
If Sam or any other player were to receive projectile DMG, instantly use up Sam's turn to bat the projectile back at the enemy for the same amount of DMG

NORM! (1/episode)
Norm shows up and sits on a target, immobilizing them until he finishes his beer

BOSTON GLORY (1/episode)
Engage in one revolting behavior without losing any Reputation

CANON

Affiliation with women
Bullies Frasier
Flirt
Sober

RELIGION

INVENTORY

8 feet of rope
Baseball bat
Baseball

UNPLAYABLE UNTIL COMPLETING EPISODE 3: WHERE EVERYBODY KNOWS YOUR NAME...